



Newsletter Issue 2
October 2020

About the project

(UMARG) **U**sing **M**obile **A**ugmented **R**eality **G**ames to develop key competences through learning about sustainable development, is an Erasmus + KA2 funded project that aims to explore the educational potentials of Mobile Augmented Reality Games as means to develop students' digital and civic competences through learning about sustainable development.

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IO2: The Learning design framework and scenarios

We are happy to announce that Intellectual Output 2 is finished under the guidance of University of Groningen. The Output consists of two parts: The Learning design framework & the UMARG scenarios.

The Learning Design Framework (LDF)

The framework summarizes the results from:

- a systematic literature review on design guidelines for Mobile Augmented Reality Games (MARG).
- the analysis and delimitation of design criteria of existing MARG that foster students' digital & civic competences.

The UMARG scenarios

Based on the LDF, participating educators and researchers designed 20 learning scenarios with MARG in order to help their students develop certain digital and civic skills. The scenarios' subjects relate to sustainable development goals and will be soon uploaded to UMARG scenarios repository.





2nd Transnational Project Meeting

30 October 2020



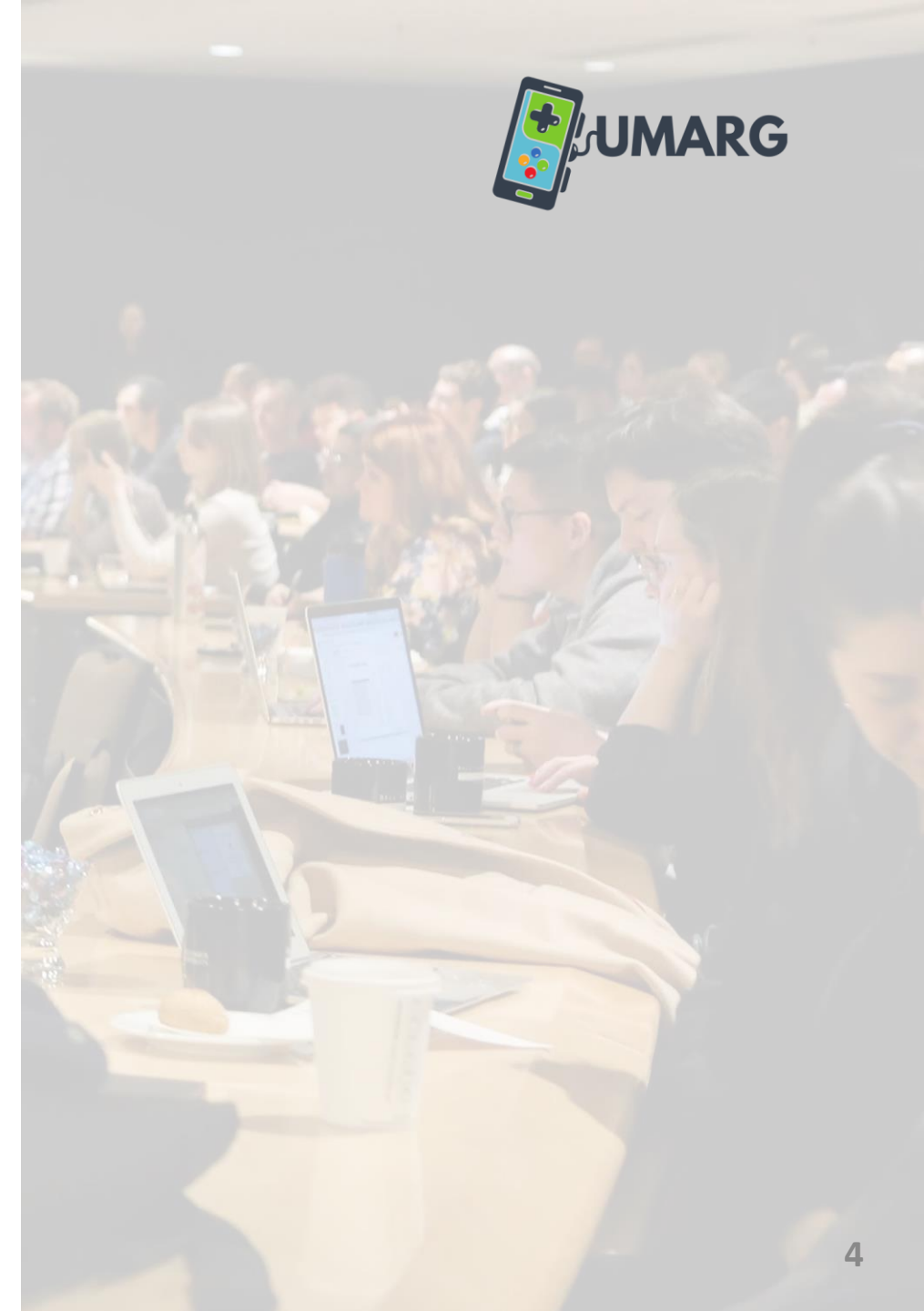
UMARG partners held their second Transnational Project Meeting on 30th October 2020. Due to the pandemic situation and the travel restrictions, the meeting was held virtually through skype. Participants had the chance to reflect on the work done on the project, coordinate their next steps and prepare for the upcoming events and deliverables. Lastly, University of Pitesti, the coordinator of the project, informed partners about the managerial and financial aspects of the project in regards with the upcoming mid-term report.

UMARG results presented at the



Dissemination of the project's results is a great way to maximize impact. Under this scope, University of the Aegean, participated at the International Perspectives In Education 2020 Conference with a presentation titled *"Designing AR games to develop students' digital and civic competences: A literature review and delimitation of design criteria"*. The presentation was based on the work done on the IO2 of the project and the final article will be published at the conference proceedings by Waxmann Münster, Germany.

IPIE Conference is an educational initiative organized by seven Universities from Belgium, Poland, Greece, United Kingdom, Spain and Turkey respectively.





Upcoming activities and deliverables

Upcoming events

Our short-term training activity, initially scheduled for July 2020, was delayed due to COVID pandemic. In the good scenario, the event will be rescheduled for after May 2021 and will take place at the premises of University of Groningen, Netherlands.

Thirty-two teachers and researchers from the participating institutions are expected to attend. The event will help participants acquire the necessary theoretical and practical knowledge about design, development and implementation of MARG in regards with key competences learning as well to familiarize with methods and tools to effectively assess their educational impact.

Upcoming activities and deliverables

Upcoming Intellectual Output 3

Educators from the participating schools will develop a total of 20 Augmented Reality Games for mobile devices through TaleBlazer, an open access platform developed by MIT. The games will be based on the scenarios designed in the previous output (IO2) as well as on the user manuals provided by UMARG toolkit (IO1). The students from each participating school will have the chance to play these games during the implementation phase of the project. Each University will provide support and collaborate with the school unit of its country. The produced games are expected to be ready by April 2021.



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Consortium



Project's coordinator



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